

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

U.S. PATENT No. 6,835,132)
)
ISSUE DATE: December 28, 2004)
)
APPLICATION SERIAL NO. 09/829,126)
)
FILING DATE: April 9, 2001)
)
FOR: GAMING MACHINE WITH PLAYER)
OPERABLE CHANGING GRAPHICAL)
BONUS AMOUNT INDICATOR)

**PETITION TO ACCEPT UNINTENTIONALLY DELAYED PAYMENT
OF MAINTENANCE FEE IN EXPIRED PATENT**

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

Pursuant to 37 C.F.R. 1.378(c), the patentee of the expired patent identified above (cover page attached) hereby petitions the U.S. Patent and Trademark Office to accept the payment of the maintenance fee that was due for this patent as follows:

- (1) The maintenance fee was due on July 1, 2008.
- (2) The six-month grace period provided in 37 C.F.R. 1.362(e) expired on December 28, 2008.

- (3) This petition is being filed within twenty-four months after the six-month grace period provided in 37 C.F.R. 1.362(e), as required by 37 C.F.R. 1.378(c).
- (4) The delay in paying the maintenance fee for this patent was unintentional.
- (5) The maintenance fee due at 3.5 years for this patent was \$980.00 and payment accompanies this Petition.
- (6) Payment of a surcharge of \$1,640.00 as specified by 37 C.F.R. § 1.20(i)(2) is required as a condition of accepting payment of the maintenance fee, and payment in the amount of \$1,640.00 also accompanies this Petition.

(7) Please charge any additional fees, and credit any overpayment, to Deposit
Account No. 13-0017.

Respectfully submitted,

/Lawrence M. Jarvis/
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Date: March 10, 2009



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(12) **United States Patent**
Bennett

(10) **Patent No.:** **US 6,835,132 B2**
(45) **Date of Patent:** **Dec. 28, 2004**

(54) **GAMING MACHINE WITH PLAYER
OPERABLE CHANGING GRAPHICAL
BONUS AMOUNT INDICATOR**

(75) Inventor: **Nicholas Bennett**, New South Wales
(AU)

(73) Assignee: **Aristocrat Technologies Australia
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(*) Notice: Subject to any disclaimer, the term of this
patent is extended or adjusted under 35
U.S.C. 154(b) by 135 days.

(21) Appl. No.: **09/829,126**

(22) Filed: **Apr. 9, 2001**

(65) **Prior Publication Data**

US 2001/0049298 A1 Dec. 6, 2001

(30) **Foreign Application Priority Data**

Apr. 7, 2000 (AU) PQ6758

(51) **Int. Cl.**⁷ **A63F 9/24**

(52) **U.S. Cl.** **463/16; 463/25; 463/30**

(58) **Field of Search** 463/25, 30, 16;
273/138.2

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(57) **ABSTRACT**

A gaming machine has a display and a game controller arranged to control images displayed on the display. The game controller is arranged to play a game wherein one or more random events are caused to be displayed on the display and, if a predefined winning event results, the machine awards a prize. The gaming machine includes a feature of a changing representation of the awarding of the prize and a player-operable control device which upon manipulation by a player, controls an outcome of the representation to determine an amount awarded to the player.

17 Claims, 14 Drawing Sheets

